

This has only been tested on version 1.2 of the game.  
Earlier versions are not tested.

For Luma3DS users (8.0+ Rosalina):

- Hold Select while booting your 3DS and enable game patching in the Luma configuration menu.
- On your SD card, merge the luma folder (and its contents) from the ZIP with your luma folder.
- If your copy of the game is a different region, change the directory name inside /luma/titles/ to the titleid of your copy (e.g. 00040000001D1400).
- Insert your SD card, restart the system, and changes should take place when you launch the game.

For Hans users:

- Extract the Romfs file of the game. There are several ways to do this.

If you have GodMode9, mount a decrypted CIA of the game.

Then go to the newly mounted partition and copy the romfs folder structure to the /gm9out/ directory on your SD card.

Or you can use a homebrew like braindump to dump it as a bin file which you can then extract.

For Citra users:

- Download the 3DS .NET Toolkit EXE from the release page and use it to extract your Decrypted CCI/.3DS ROM of the game.
- Replace the files in the extracted Romfs directory with the ones from the zip and rebuild the .3DS file.
- Then you can run it in Citra.

Cheat file can be used with either Luma's cheat engine or CTRPluginFramework.

- For Luma3DS cheat engine:

Rename cheat.txt to <titleid>.txt and it should be at SD:/cheats/<titleid>.txt.

- To use, press L+Down+Select > Cheats...
- For CTRPF cheat plugin:
  - Download CTRPF, rename it to default.3gx and it should be at SD:/luma/plugins/default.3gx.
  - Rename cheat.txt to <titleid>.txt and it should be at SD:/cheats/<titleid>.txt.
  - Press L+Down+Select, enable Plugin Loader option. Press Select to use in-game.
- Note: Make sure to enable game patching in Luma's config menu (hold Select on boot). And if using a New 3DS, set New 3DS CPU to Clock+L2.